

MOUNT AKAYAMA

SCENARIO ASL TAC 68

Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: Japanese win immediately when the AT 45L Gun and the Russian MMG are both destroyed or captured.

NOMONHAN area, the night of 18 to 19 August 1939:

After the failure of the Japanese offensive at the end of July, both the Russians and Japanese stood firm in their positions. The Japanese were entrenched on Hill 754, while the Russian positions spread out on several heights to the south, where they installed several MG nests and some anti-tank Guns. Based on some partial recons, Captain Tsuji, commander of the 6th company, asked his chief, Major Kajikawa, for authorization to launch a night attack on the Soviet positions. The first skirmish took the Russians by surprise and the attack progressed quickly. But soon it appeared that the Soviet positions were modified and that the more the attack progressed, the more the defenses got stronger. The first two heights were captured and the Soviet troops regrouped on Mount Akayama.

BOARD PLACEMENT:

BALANCE:

- Add a 4-4-8 to the Japanese OB

- ★ Add a 4-4-7 to the Russian 1st Group



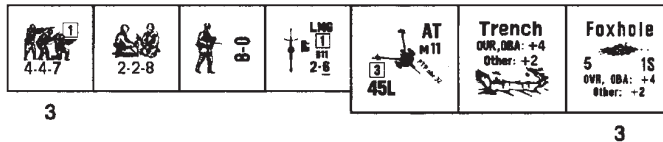
Only hexrows A-P are playable

★ RUSSIANS set up first	1	2	3	4	5	6	7	END
● JAPANESE move first								

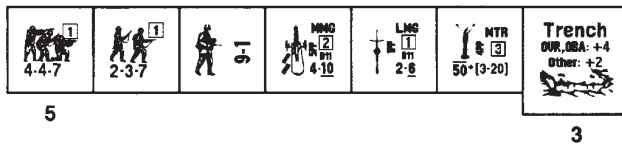
Elements of 1st Independent Battalion, 603rd Infantry Regiment, 82nd Division [ELR:2]

set up as indicated below {SAN:3} (see SSR 4):

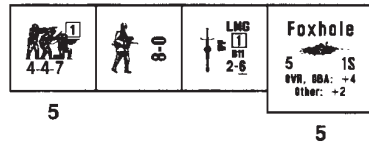
Group 1: set up on hill hexes on/between hexrows D and H:



Group 2: set up on hill hexes on/between hexrows I and L:

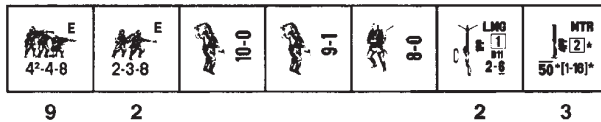


Group 3: set up on hill hexes on/between hexrows M and P:



1st and 2nd platoons of 6th Company, 2nd Battalion, 28th Infantry Regiment [ELR:4]

enter on Turn 1 along the east edge {SAN:2}:



Scenario Design: Sylvain Ferreira '95

SSR:

1. EC are wet with no wind at start.
2. Night Rules [E1] are in effect. NVR is 3 with no moon and no clouds. Japanese are Scenario Attackers and Russians Scenario Defenders. The Majority of the Japanese squads are stealthy and the majority of the Russian squads are normal.
3. Place **OG3** overlay on B5-C6. Orchards are Crag.
4. Russians leaders from Groups 2 and 3 can only gain Freedom of Movement with a dr ≤ ELR [E1.21] as long as no Japanese MMCs entered their respective setup areas.
5. The Gun and the MMG can't set up in the Wadis. They must setup on Level 2 or 3 for the Gun and on Level 3 or 4 for the MMG. They can't be moved (carried or pushed) during the scenario.
6. The Japanese are given a recon dr [E1.23].

AFTERMATH:

Before assaulting the Hill, Captain Tsuji ordered fire from all company mortars on the Soviet positions. Taking advantage of the confusion resulting from this mortar preparation, Tsuji led a platoon on the Russian flank and swept down on the first Russian positions where the swords and bayonets of the Nippon soldiers achieved a slaughter. The Russian survivors withdrew to the next position, better prepared. There, The Russians defended themselves vigorously and all the Japanese officers were killed, except Tsuji. Finally the Russians withdrew under the cover of the night.